

(4 Players: 2 DSP and 2 Consumers, Paul and Sam)

Scenario 7:

Paul's Day Program had reported all week that he had been having "bad days".

Before dinner on Thursday, Paul's roommate, Sam, ran out of their room yelling that Paul had thrown their trash can at him while he was taking a nap.

Staff 1 went to the room to look. There was a hole in the wall, and Paul's clothes and belongings were strewn about the room. Sam followed Staff 1, looked in the room, and asked to move to another room. He moved.

After dinner, Paul asked Sam several times to come back into their room. Sam told Paul to stop bothering him, and started to cry. Paul went into his room, picked up his alarm clock and brought it out and threw it toward Sam, but did not hit him.

Staff 2 arrived on the scene and accompanied Sam out of the area.

Paul went in his room, yelling, hitting the walls and throwing his clothes out of his drawers on to the floor.

Staff 1 asked Paul if he would like to go for a ride and talk. Paul did not say anything, but walked out of the room past Staff 1, got his jacket out of the front closet, and waited quietly at the front door.

Staff 1 got into the van with Paul and began driving. Paul said "damn" "damn" "damn"